

Micro Machines V4

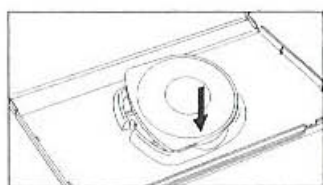


ENGLISH

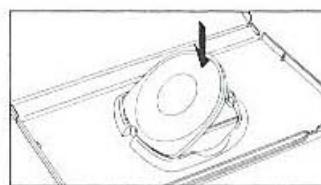
Codemasters® 

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00368

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

CONTENTS

SETTING UP.....	1
MEMORY STICK DUO™	1
WIRELESS (WLAN) FEATURES	1
MENU NAVIGATION	2
CAR CONTROLS.....	2
SYSTEM SHARE CONTROLS	3
INTRODUCTION.....	3
LANGUAGE SELECT.....	3
MAIN MENU.....	4
SINGLE PLAYER	5
WIRELESS MULTIPLAYER.....	6
SYSTEM SHARE.....	7
OPTIONS.....	8
THE GAME SCREEN.....	9
POWER-UPS	10
WEAPONS	10
OTHER POWER-UPS.....	11
COLLECTABILITY.....	12
TRADING.....	12
PlayStation®2 TO PSP™ CONNECTIVITY	13
CREDITS.....	13

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Micro Machines v4 disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

This title uses an Auto-Save feature that saves game progress to your Memory Stick Duo™ as you play. Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

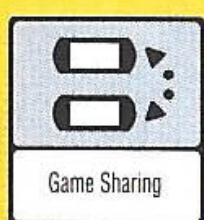
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAMESHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

MENU NAVIGATION

Highlight Menu Item:

↑ or ↓ buttons
or analog stick

Change Menu Option (if available):

← or → buttons
or analog stick

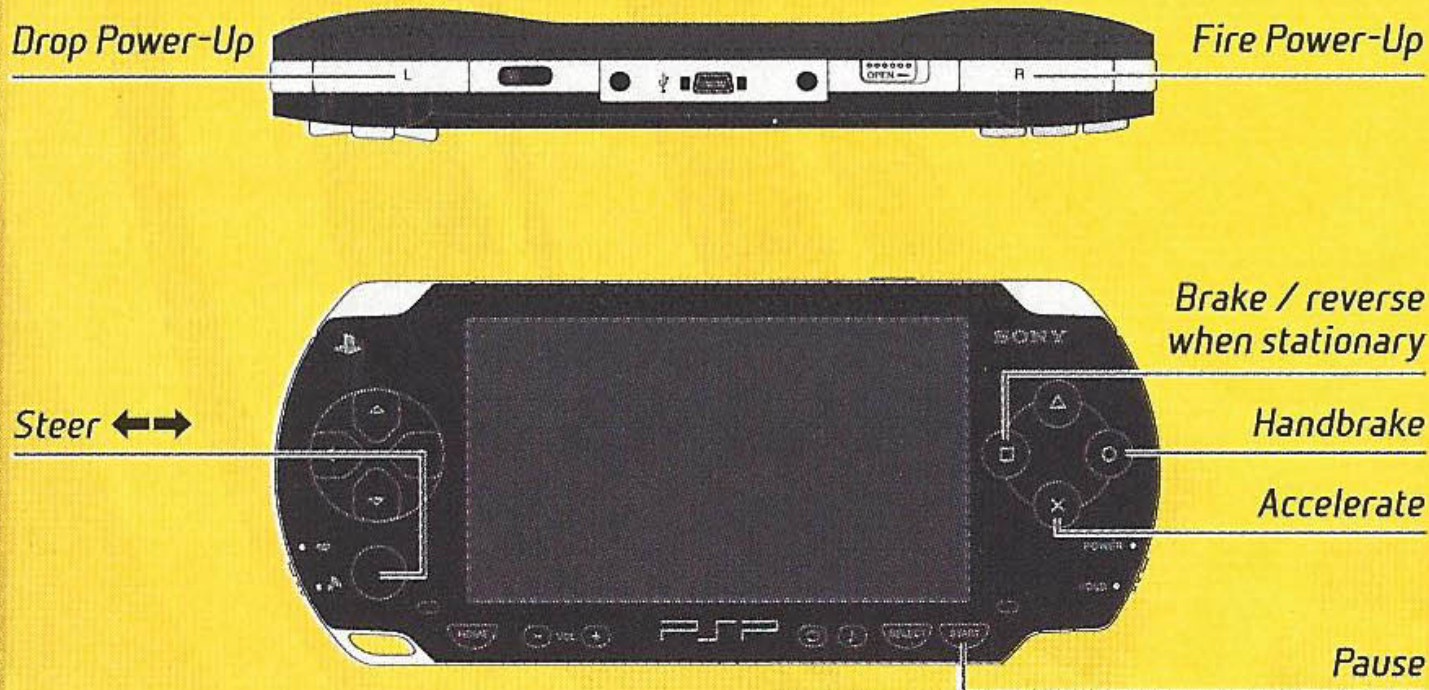
Select Highlighted Menu Item (if available):

× Button

Cancel/Exit Menu

○ Button

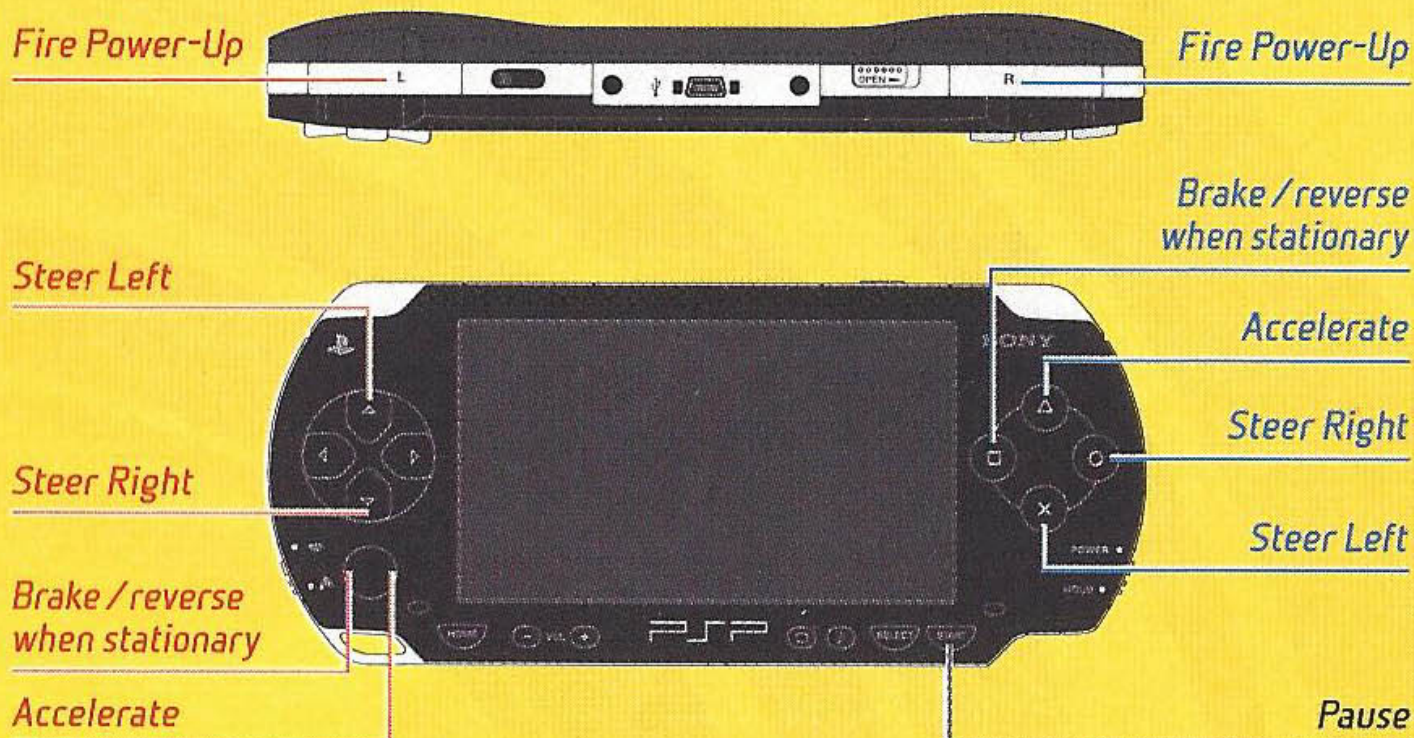
CAR CONTROLS



SYSTEM SHARE CONTROLS

Left Player

Right Player



INTRODUCTION

The biggest small car racing is back with Micro Machines v4. Now available for the PSP™ system. Choose from a single player or multiplayer challenge. Race on your own in Micro Tournaments – or against your friends via a connection to a Wireless Local Area Network (WLAN). Featuring super-charged Power-Ups for an even greater experience – with lots of chances to gain ground and win the race. Customise the track, the camera and the AI options for an enhanced experience. Add to all of this collectability and trading that allows you to build your own personal fleet of Micro Machines.

LANGUAGE SELECT

Choose your language from the language select screen.

MAIN MENU

You can access all available game modes from the main menu.

Single Player

Choose to play against up to three computer controlled players. See *Single Player* described later in the manual.

Wireless Multiplayer

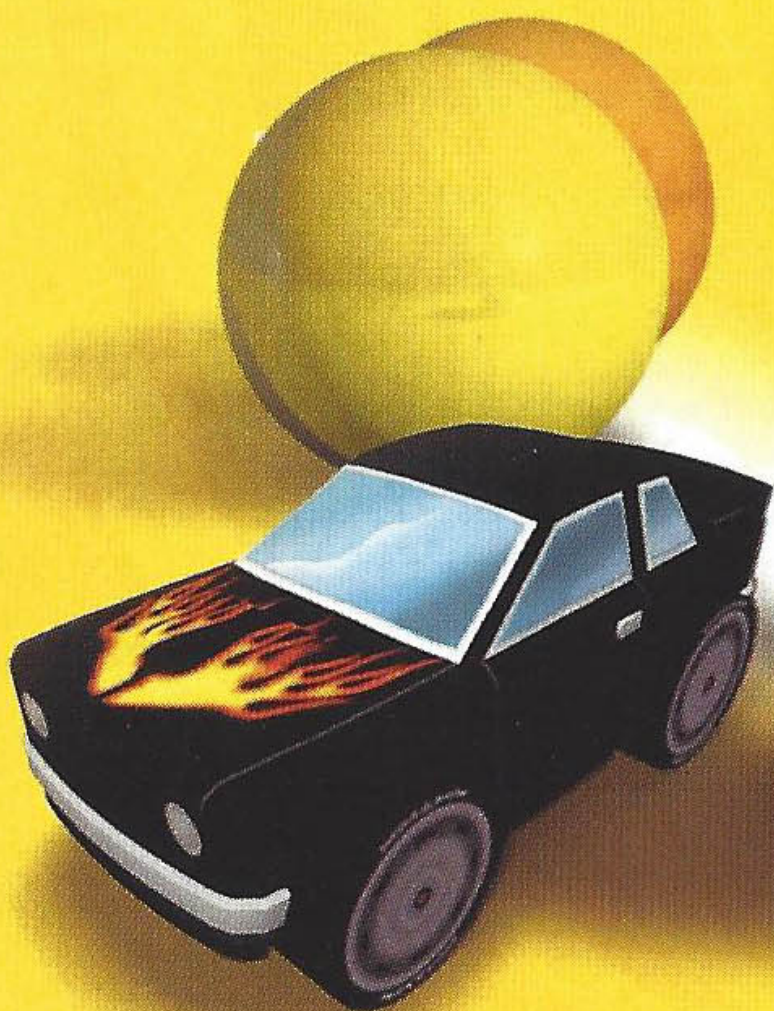
Play against up to three of your friends across the Wireless (WLAN). You can fill up empty slots with computer-controlled players for a greater racing challenge. See *Wireless Multiplayer* described later in the manual.

System Share

Play two player, head-to-head on your PSP™.

Options

Alter various options within the game – see *Options* described later in the manual.



SINGLE PLAYER

Player Profile

When loading the game for the first time, enter single player mode and create a new profile. Your profile will contain information on your game progression as well as your Vehicle Collection.

Creating a New Profile

First select "Create New Profile". Next enter a three character name for yourself, and then select 'OK'. You will then be asked if you wish to save your profile.

Loading your profile

You can load any of the profiles stored, from this screen each time you play the game.

In a Single Player race choose from the following options:

Micro Tournaments

Choose easy, medium or hard difficulty and race through tournaments against AI opponents. Unlock new cars and tracks as you progress.

Practice

Choose to play a quick battle against AI players or challenge yourself to a time trial on any of the unlocked courses.

Extra Options

Power-Ups

Toggle On/Off/Crazy

Number of Opponents

Select the number of opponents to race against.

AI Difficulty

Choose the level of difficulty for the AI players.

Garage

Enter your own personal garage and view the cars you have unlocked throughout single and multiplayer game modes.

Profile

Make changes to your profile and change specific options.

Connect with your PlayStation®2 to unlock data.

See *PlayStation®2 to PSP™ connectivity*, described later in the manual.

Use bonus codes and unlock the secrets for an enhanced gameplay experience.

WIRELESS MULTIPLAYER

Select *Wireless Multiplayer* to start or join a Wireless (WLAN) game with other players near you. Ensure the WLAN switch is in the ON position before attempting to host or join a Wireless (WLAN) game.

Create/Host a Wireless (WLAN) Game

Follow the options on-screen to define the parameters for the game. When you are finished, select "Start Session" to enter the lobby. Your game will appear on the Wireless (WLAN) session screen of any PSP™ systems in your immediate vicinity that are Wireless (WLAN) enabled, that are running Micro Machines v4.

Host Options

Select a Track

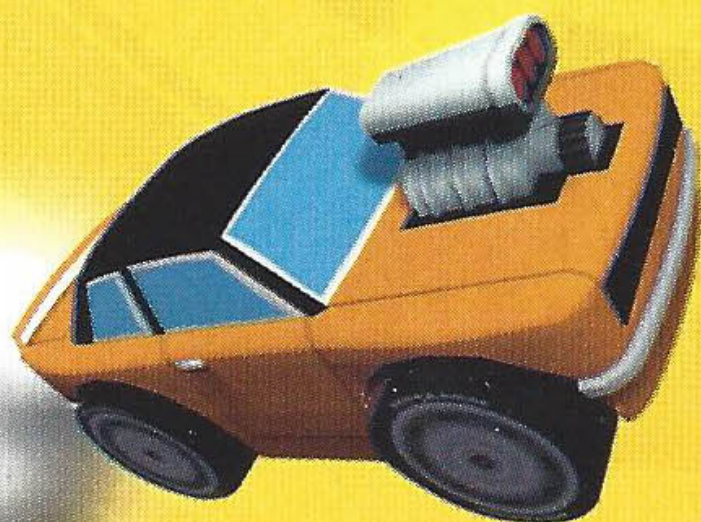
Choose from any of the tracks you have unlocked.

Power-Ups

Toggle On/Off/Crazy

Game Mode

Select from Straight Race or Battle Mode.



Search for a Wireless (WLAN) Game

Enter the game lobby of one of the games created by other PSP™ systems near you by selecting a game from the Wireless (WLAN) sessions screen. Follow the on-screen options to join the race.

Host a Trading Session

Trade cars from your collection, by first selecting this option. You will then be informed that the system is waiting for another player to join the trading session (see *Search for a Trading Session* below). Once another player has joined the session the two player's vehicle collections are compared and one or more options are presented:

Quick Trade

Opti Trade

Custom Trade

Once the Host player selects one of the above options the other player must accept the proposition before the game proceeds to the trading screens. See *Trading* described later in the manual.

Search for a Trading Session

Selecting this option searches for Trading Sessions that have been created by other players. The system takes a few seconds to find available sessions, or report that none are present. A list of available sessions will be presented for the player to choose from. The sessions will show the name of the player who wants to trade and how big their collection is (generally trading with a player with a larger collection is likely to be more useful for you).

Once a player joins a session the Host will select a trading type (Quick Trade, Opti Trade or Custom Trade - See *Trading* described later in the manual). The joining player must then either agree to this proposition or decline (in which case the game returns to the list of available trading sessions to join).

SYSTEM SHARE

To start, select System Share from the Main Menu. All players then sign in using a unique profile.

Select a track in the same way as you would in a Single Player game.

In the Extra Options menu, choose to turn on Power-Ups and select AI difficulty in the same way as in a Single Player game.

Refer to the *System Share Controls* earlier in the manual for how to control your car in a head-to-head race.

OPTIONS

The following options can be changed by selecting Options from the Main Menu.

Load Option File

From here you can load your previously saved options.

Save Option File

Choose to save your recently selected options.

Sound

Adjust various sound levels within the game.

Camera

Micro Machines v4 has three camera settings to choose from, one as a bonus, each providing different racing experiences!

Dynamic

Micro Machines v4's new dynamic camera anticipates the turns!

Classic

A return to Micro Machines v3, the fixed camera means you have to drive up the screen as well as down! A completely different challenge!

Retro

The original Micro Machines camera, a top down view and only selectable in the Bonus menu with the correct bonus code. You can also unlock this camera by successfully completing the Legend Division in the Micro Tournaments.

Credits

View the names of the people who worked on Micro Machines v4.



THE GAME SCREEN

The following icons provide feedback whilst playing the game.

ROR

Lap 2 / 3

1st



COM

2nd



DOM

3rd



COM

4th



ROR

1

Lap Indicator

Shows the number of laps completed so far.

2

Position Indicator

Shows your current position in the race.

Best 0:25:016
Time 0:20:264

3

Current Time Indicator

Indicates the total race time that has elapsed.

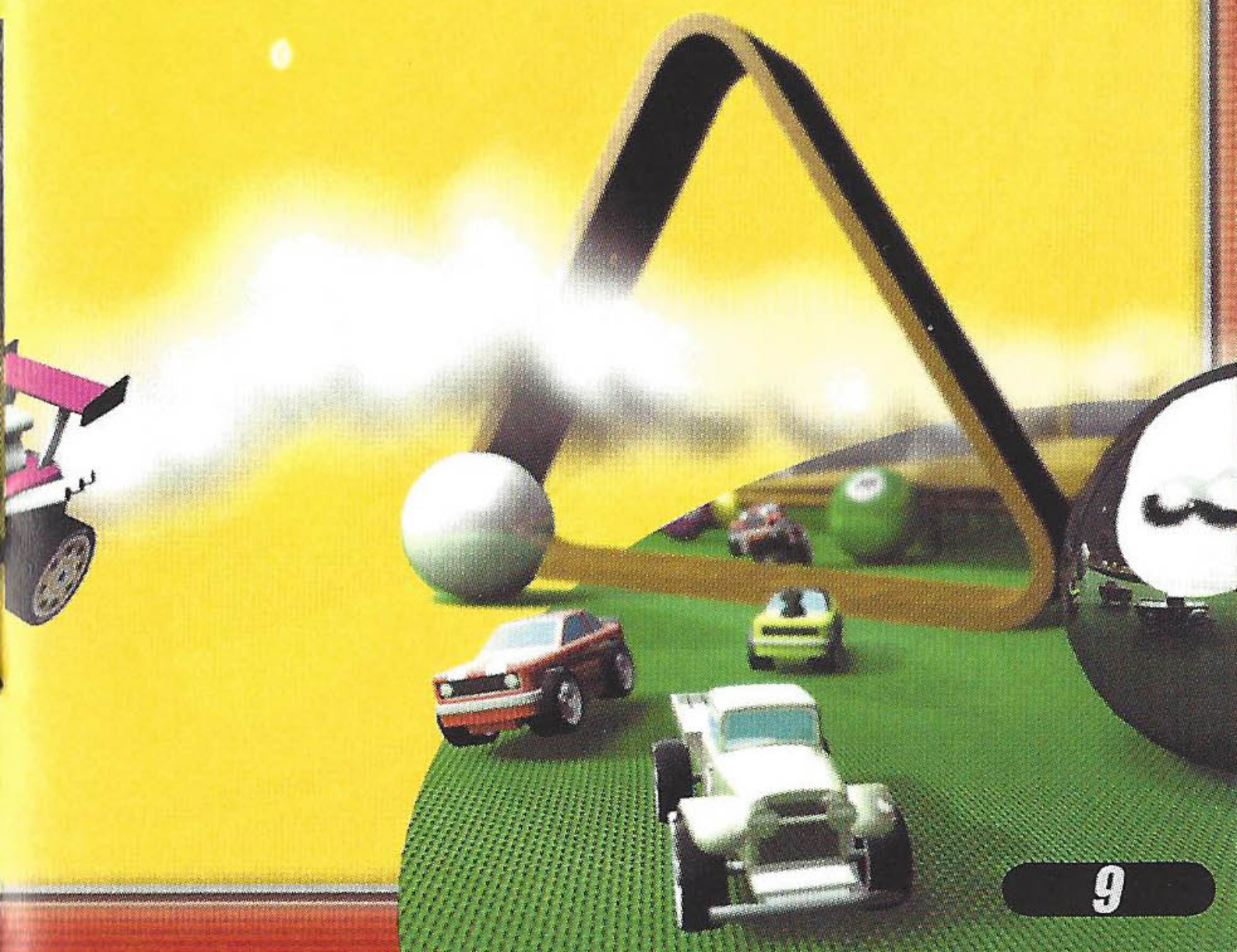
ROR



4

Point Gauge

Shows the total race points you have during the course of the race.



POWER-UPS

There are various objects to pick up within the game, each with their own use:

WEAPONS

Dice

4 explosive dice shaped mines that can be dropped behind you, exploding on contact with a car.

Disciple

A homing missile that targets the current leader.

Machine Gun

An auto-aiming machine gun that causes damage whilst making the target car more difficult to control.

Daisy Cutter

Two explosive bombs that detonate on impact behind you.

Cremator

A rear-firing flamethrower.

Pea Shooter

A rear-firing cannon.

Plasma Gun

A forward firing plasma gun that can be shot in single blasts or charged up by holding the fire button; devastating on impact!

Hammer

Attaches to the car's roof and hammers targets directly in front of your car; a clean strike can be deadly!

Shocker

A weapon that fires a stream of electricity into nearby cars causing damage.

Iron Rain

A cluster-missile that shoots forwards and explodes into a shower of smaller bombs on impact.

Sonic Boom

A powerful weapon that fires a sonic pulse around your car, damaging any other car in its radius. The closer the enemy, the more damage is done.

Missile

Three non-homing front-firing missiles.

OTHER POWER-UPS

Full Health

Restores your car to full health.

Equaliser

Averages out all of the cars health.

Health

Gives a small health boost to your car.

Double Damage

Multiplies the damage done by your currently equipped weapon by two.

Ammo Refill

Refills your currently equipped weapon.



COLLECTABILITY

Micro Machines v4 includes 750 individual vehicles for you to collect. Vehicles can be acquired by progressing through the single player game, or by winning multiplayer games against your friends.

Vehicles are arranged into Classes and Box Sets. A Class of vehicle is a group of similar cars. They are the same in their handling attributes but different in their look.

Classes include Rally, Classic, Street Racer, Hot Rod and many more! Each of these Classes has 30 unique vehicles for you to collect. These are organised into 6 box-sets, with each Class having 3 common box-sets, 2 special box-sets and 1 *rare* box set. As you progress through the game you can try to fill up your collection!

TRADING

To help to complete your collection, you can also trade vehicles in your garage with other players. You might find that you have 2 of the same vehicle, or just a vehicle you don't particularly like. You can swap these with friends.

There are three trading types.

Quick Trade

This quickly finds the two 'traders' duplicate vehicles and suggests that they swap these to their mutual benefit.

Opti-Trade

This allows traders to select some criteria for the kinds of trade they wish to make and generates a swap suggestion.

Custom Trade

Scan through the other person's collection, looking for vehicles they have which you don't. Players can build up a 'Wish List' of vehicles they would like to acquire which the game then uses to suggest trades. Players have the option of accepting or skipping the trades.

PlayStation®2 TO PSP™ CONNECTIVITY

Connect your PSP™ to your PlayStation®2 and select "Data Link" from the Profile Manager to unlock additional tracks. Your PSP™ version will gain tracks that were previously only seen on PlayStation®2 and the PlayStation®2 version will gain tracks that were previously only seen on PSP™.

These additional tracks can be used in Multiplayer or Single-Player / Practice.

Note: A copy of Micro Machines v4 on both PlayStation®2 and PSP™ is required as well as a USB cable designed to connect the PSP™ system and PlayStation®2.

CREDITS

Designed and Developed by: *Supersonic Software Ltd.*

Jim Allison
Andrew Fussey
Tim Gidlow
Iain Harrison
Alastair Latcham
Richard Lewis-Hood
Andy Maddison
Anthony McGrath
Darren Newall
Carla Rylance
Henning Thompson
Trisha Wheatley
Andrew Williamson
Peter Williamson

Music by: Dan Selby at Indigo Music

Sound effects by: Tim Bartlett at Codemasters

Hasbro: Richard Bickerseth Tony Kulikowski

Maximise the Micro Machines experience by purchasing bonus codes!

- **Unlock all 25 car classes**
- **Take things old-school with the Retro Camera view**
- **Use Game Speed to make things even faster**
- **Unlock all the game's racing divisions to access every race**

log onto

www.codemasters.co.uk/bonuscodes

or call

0905 546 0003

R.O.I. Call: 157 099 9291

Calls cost £1.30 per minute. ROI: Calls cost 1.75 euros per minute inc. VAT. Calls from mobiles vary. Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.

BEFORE YOU CALL, READ THROUGH THESE STEP-BY-STEP DIRECTIONS... *

- 1** In your game, go to your Profile, Select Bonus and write down the Access Code. You need this to access the Bonus Codes.
- 2** Log on or call the Hintline on the number above and follow the directions to the Micro Machines v4 area.
- 3** When requested, enter the Access Code you obtained in Step 1.
- 4** If you're buying the Codes online (£2.99 paid by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5** To unlock the Bonuses, go to the Bonus screen, select the bonus you wish to activate and enter the Code/s you've been given.

*Requires touch tone telephone and Micro Machines v4 save file.
IMPORTANT: Bonus Numbers and Bonus Codes supplied are unique to your PSP™, game and saves.

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